

INSIDE AEGIS IMAGESTM

A users guide to mastering Images on the Amiga.TM



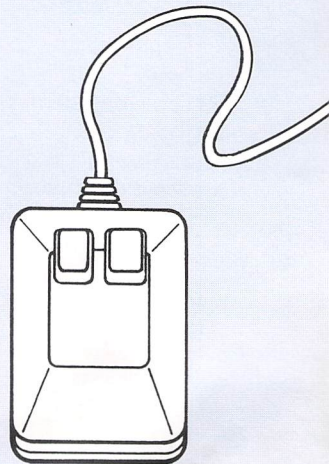
by John A. S. Skeel

S/N 1002168

Inside **Aegis Images**

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The software described in this book was developed and programmed by Island Graphics Corporation of Sausalito, California. The Amiga software project manager is Murray Davidson of Island Graphics. The object code was written in C and compiled on Sun Mini Computer, then downloaded to the Amiga.

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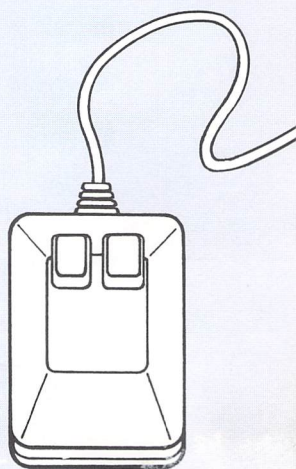
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Introduction



Welcome to Aegis Images™, the color paint system for the Amiga™ computer. Designed to meet the needs of both professionals and hobbyists, Images contains advanced features in an easy to use format.

With your Amiga and Aegis Images you can:

- create paintings using any 32 of the 4096 colors available
- draw freehand or use any of 10 different shapes including circles, triangles, rectangles, etc.
- use any of 20 different brushes
- create a custom brush
- create a custom airbrush
- enhance your paintings with any of a series of special effects like mirrors, smear, wash, cycle colors, constraining, tile drawing, etc.
- and much more.

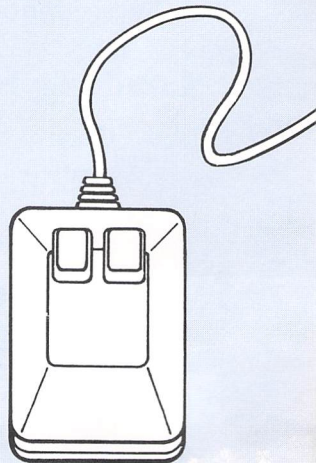
To use Aegis Images you need to know how to use disks, the mouse, and other features of the Amiga. The basics are described in a manual supplied by Commodore entitled *Intro-*

duction to Amiga. Take time to read this introduction now if you are not familiar with the workings of the machine. It will make learning Images faster and more enjoyable.

About This Book

I've used the convention of **boldface** menu selections throughout the book. This is to minimize confusion in explanations as some commands are verbs and can create confusing sentences. In most cases the command will appear as it does on the screen with the only exception being a sub-menu selection. This is indicated by the main choice and the sub-selection separated by a hyphen such as **Open—Painting** where **Painting** is one of the choices available for **Open**. The hyphen does not appear on the screen.

Getting Started



First, turn on your Amiga and insert the Kickstart disk. After a few moments you'll be asked to load the Workbench disk. **LOAD IMAGES NOW.** You have your choice of running Images from the CLI or the Workbench. (To learn more about the Workbench and how to use tools, see *Introduction to Amiga.*)

Making a Working Copy

The first thing you will want to do is to make a working copy of your disk. This is to protect you in case disaster should befall and your disk becomes inoperable. (To learn how to copy disks see *Introduction to Amiga.*)

Loading Images

Once you have a working copy, put the original disk away in a safe place and insert the working copy into the disk drive.

If you are using the Workbench:

Open the Images disk by clicking on the disk icon with the Selection (left) mouse button. In the window that appears you will see a tool icon labeled **Images**. To open Aegis Images, select the icon and choose **Open** from the **Project** menu.

If you are using the CLI:

Type **Images** at the **1>** prompt and press RETURN.

In a few moments you'll see the Images screen.

A Quick Tour

On the screen you'll see:

- the **Title Bar**. The title bar shows you're using Aegis Images. This is also the menu bar. Pressing the Menu (right) mouse button will display the main menu for Images here. To choose any of the functions, hold down the Menu button and drag the cursor until it is over a selection. A sub-menu box will open below it. You may choose any of these options by dragging the cursor until it highlights the item of your choice and then releasing the mouse button.
- the **Fast Menu**. This is the window in the lower left corner of the screen. This window holds a color palette and your most often used tools. It provides a quick way to change colors and tools without having to pull down the menus. Right now it shows the current color palette. To close the **Fast Menu** window, click in the close box with the Selection button. The close box is the small square button in the extreme upper left corner of the window. To bring the window back at any time, select **Fast Menu** from the **Project** menu.

At this point in the program you are ready to create a painting with the default brush and color. The crosshair of the cursor shows where the brush will start painting.

To begin painting:

- Move the cursor to where you want to start drawing.
- Press and hold the Selection button; move the mouse to draw a line. You are now drawing freehand with a single pixel brush. As long as you hold the button down, you will paint.

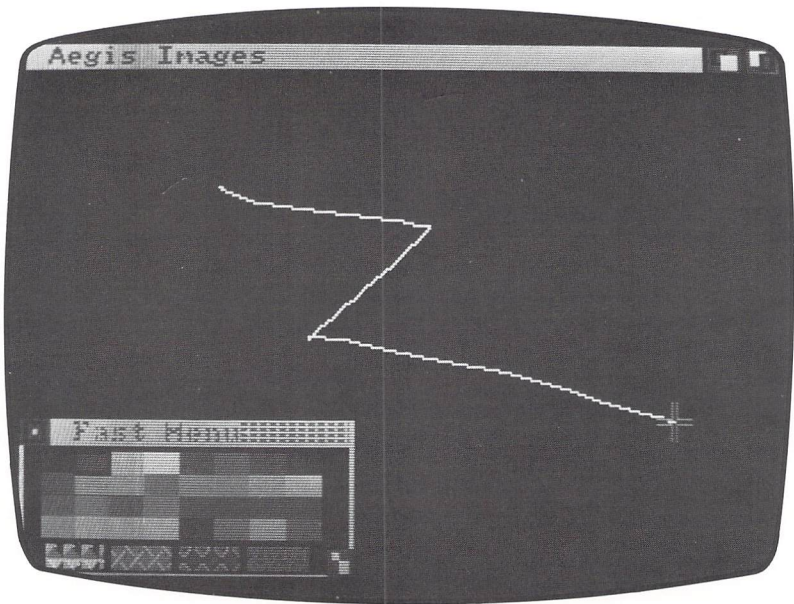


Figure 2.1 — The default settings for Images includes a one pixel brush and freehand draw.

There are other brushes available under the **Brush** menu at the far right side of the screen.

Two positions to the left of **Brush** is the **Color** menu. These two together with the **Shape** menu options are the main tools used to create paintings.

To choose a new brush:

- Hold the Menu button down and move the cursor until it is on the **Brush** menu selection. A sub-menu box displaying available brushes will open below it.
- Drag the cursor onto one of these brushes and release the Menu button. The cursor will change into the new shape. You may draw with this brush just as you did the other.

To choose a new color:

- Hold the Menu button down and move the cursor until it is on the **Color** menu selection. The color palette will be displayed beneath it.
- Drag the cursor onto the color of your choice and release the Menu button. The brush will now paint in the new color.

Shape controls how the brush will operate. For instance, in freehand you just press to paint, but when making lines you click to indicate a starting point and then click again to indicate the ending.

To choose a shape:

- Hold the Menu button with the cursor on the **Shape** menu selection. The different shape options will be displayed.
- Drag the cursor until it highlights the second choice down on the left, and release the button. This is the rectangle tool.

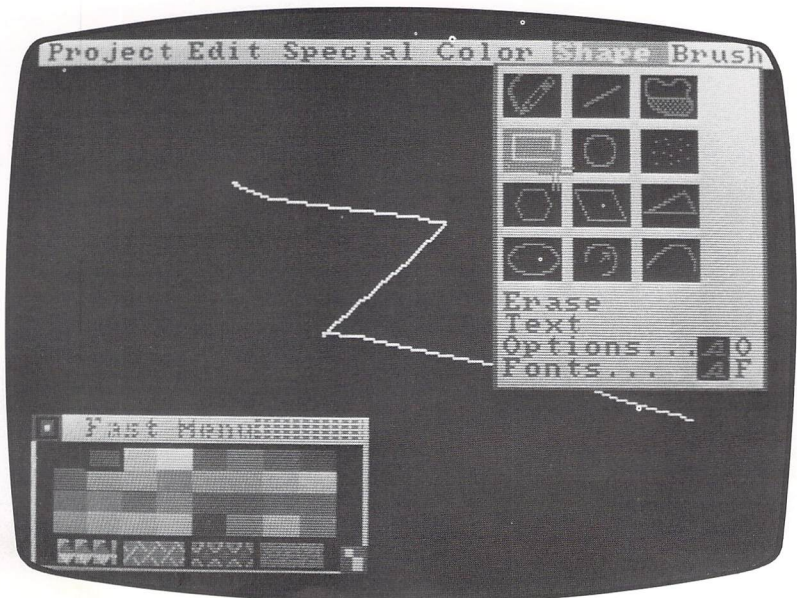


Figure 2.2 — The Shape Menu with the Rectangle Option selected.

- Move the cursor toward the center of the screen and click the Selection button. This is the location of the first corner of the rectangle.
- Move the mouse in the direction of the opposite corner of the rectangle. A highlighted version of the rectangle will appear. When the rectangle is the size you want, click the Selection button again. The rectangle will be drawn with the current brush and color.

You can also create text in different fonts with Images. **Text** is a function of the **Shape** menu.

To create text:

- Hold the Menu button with the cursor on the **Shape** selection and drag the cursor down until it highlights the word **Text**. Release the button.

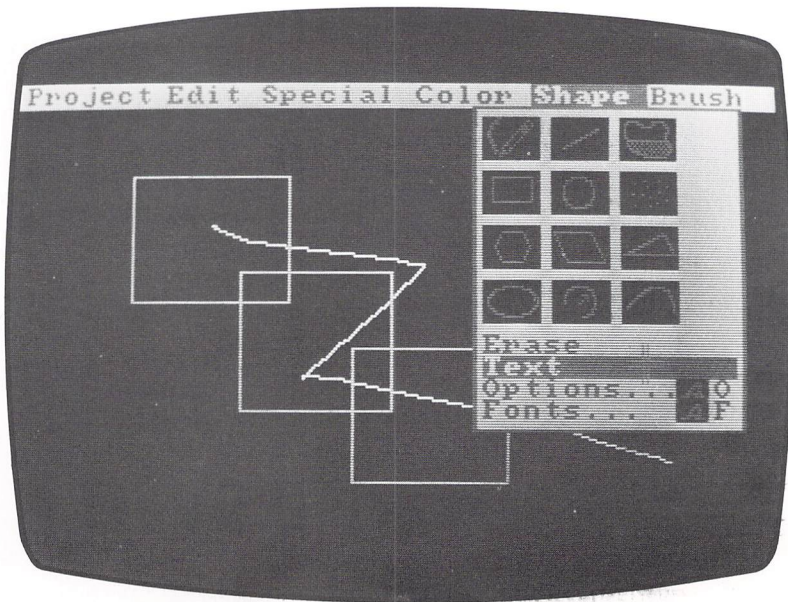


Figure 2.3 — The Shape Menu with the Text Option selected.

- Place the cursor on the screen where you want to start printing text and click the Selection button.
- Use the keyboard to type in the text on the screen. The text will be displayed in the current color. The backspace key works if you make a mistake and want to back up.

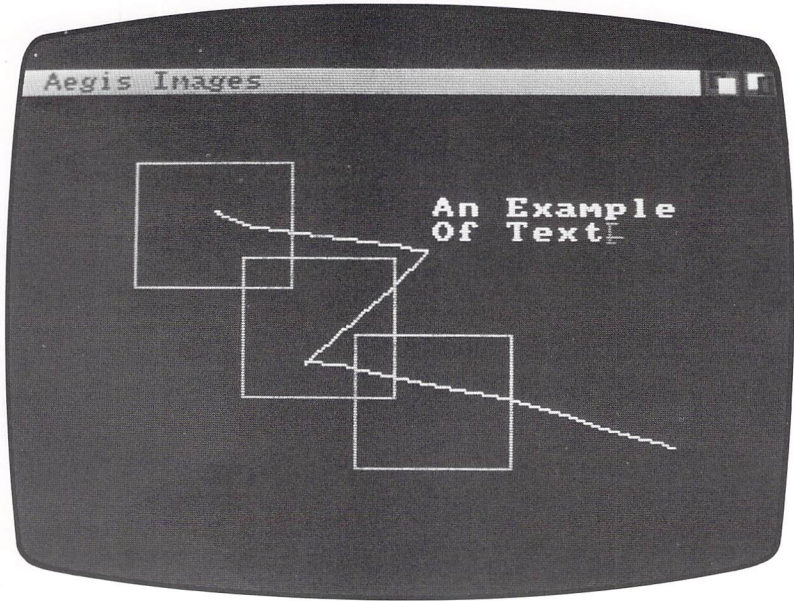


Figure 2.4 — Sample Text.

Besides the **Color**, **Brush**, and **Shape** tools, there are several special effects available to you. These are under the **Special** menu function. They perform functions like mirror drawing, blending colors, tile drawing, etc.

To the left of **Special** are the **Edit** commands. They control functions like cut and paste, clearing the screen, magnifying the painting, and swapping paintings. Images allows you to have two paintings in memory at once, and you can cut and paste between the two.

Under **Project** (the left most choice) are the commands for loading and saving files to and from disk. You may also control whether the title bar and Fast Menu are displayed from here.

The Fast Menu

The **Fast Menu** is a regular Amiga window which can be moved and resized to fit your needs. It is active whenever it is on the screen and to use it you just point and click. For example, to change the current color, just move the cursor until it is over a new color in the **Fast Menu** and press the Selection button. A bar will appear around the color indicating it is chosen. The brush will now paint in the new color.

To move the Fast Menu:

- Place the cursor in the title bar of the **Fast Menu**.
- Hold down the Selection button and drag the window to its new location. A highlighted version of the window will follow the cursor until you release the button.

To resize the Fast Menu:

- Place the cursor in the resize box (small square box in the bottom right corner of the window).
- Hold down the Selection button and drag the window into its new size. A highlighted version of the new window will appear until you release the button.

To put the Fast Menu away:

- Click the Selection button in the close box (the square box in the extreme upper left corner).

If you open the **Fast Menu** all the way, you will see that besides the 32-color palette there are 4 patterns and 8 buttons. The patterns are just like colors—if you choose one of them, you will be painting with a pattern instead of just one color.

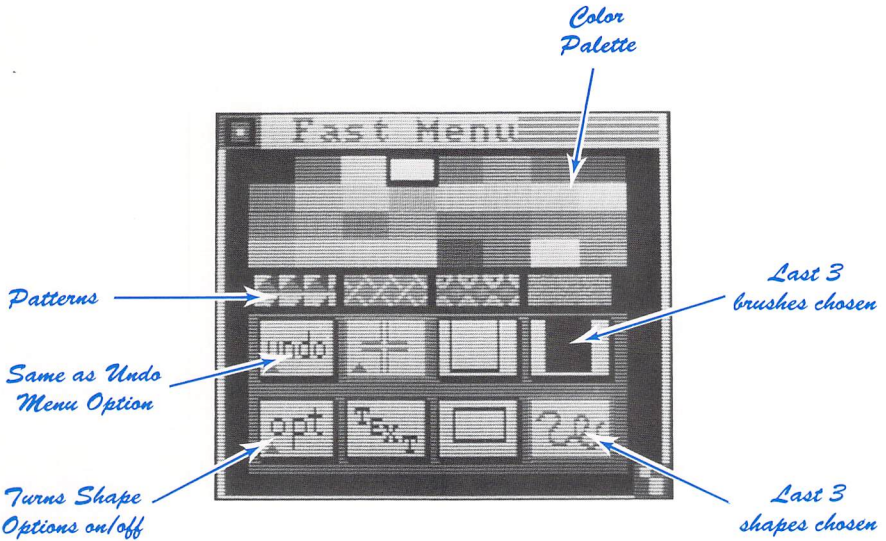
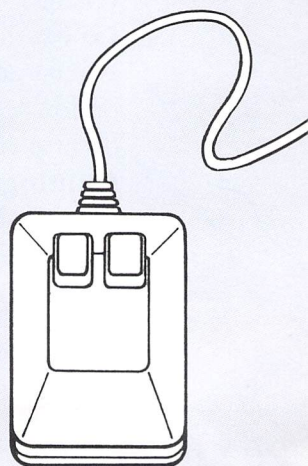


Figure 2.5 — The Fast Menu.

The 8 buttons are other common functions. The first (top left) is **Undo**. This is the same as choosing **Undo** from the **Edit** menu. It un-does the last action you performed. To the right of it are the last three brushes you picked. To change brushes just point to the one you want and click the Selection button. Below the brushes are the last three shapes you picked. They work in the same manner. To the left of the shapes is the **Opt** button. It will be explained in Chapter 4 under **Shape Option**. For now just be aware that it turns on or off the **Shape Option** function.

To and From the Disk



Under the **Project** menu are the commands for moving paintings out of the computer and onto the disk, and vice versa. There are three types of files handled by Images: windows, colors, and paintings. If you pull down the **Project** menu and put the cursor on **Open** or **Save As**, another menu will open to the right with these three options.

Windows are like paintings but not the full screen. When you save a window, Images lets you frame a portion of the screen and then saves everything inside the frame. When you reload the window it will appear in an edit frame (see Chapter 5, Making Changes). On disk these files have an extension of **.win**.

Colors are individual color palettes. The color palette in Images is adjustable so you can produce any 32 of 4096 colors. This option lets you save a particular set of colors and then reload them at any time. On disk these files have an extension of **.col**.

Paintings are the full screen pictures created in Images. The files are stored in what's known as IFF (Interchange File Format). This means any other program supporting IFF can read the paintings made by Images and Images can read paintings generated by them. On disk, paintings have an extension of **.pic**. Some paint packages such as Deluxe Paint™ do not provide file extensions on their file names. In order to move paintings from

one program to another, it may be necessary to add or delete the extension from the filename. Use the AmigaDos "rename" function for this purpose.

To load a painting into the computer:

- Pull down the **Project** menu and drag the cursor down until **Open** is highlighted. A sub-menu box will open to the right.
- Move the cursor over until it is on **Painting**. Both the word **Open** and **Painting** should be highlighted.
- Release the button. A requestor box will appear with a list of available paintings.
- Place the cursor on the painting you want to see and click the Selection button. The painting will be loaded into memory.

To save the painting displayed on screen to disk:

- Pull down the **Project** menu and select **Save As—Painting** from the sub-menu displayed.
- A requestor will appear asking for the name you wish to give the painting. Use the keyboard to type in the name of the painting and press RETURN when you are through. The painting will be saved to the current directory.

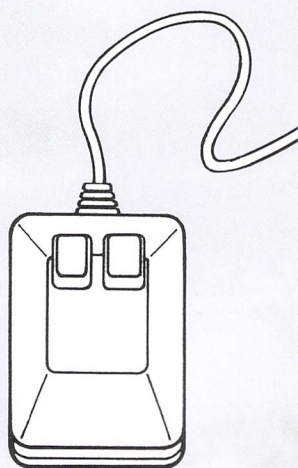
If a painting or file is not in the same directory as Images, you may change the current directory. This allows you to use external drives or even alternate directories on the same disk.

To change the current directory:

- Select **Change Directory** from the **Project** menu.
- A requestor will appear asking for the name of the new directory. Use the keyboard to type in the name of the new directory and press RETURN when through. For example, to address an external disk drive you might enter:

df1: (RETURN)

Basic Drawing Tools



Brushes

There are twenty brushes to choose from in the **Brush** menu. Sixteen of these brushes can be customized to meet your own needs. There is also an airbrush in which the spread and density can be changed.

Custom Brush

To change one of the existing brushes:

- Select **Brushes** at the bottom of the **Brush** menu. A Brush Edit requestor will be displayed showing the current brush set.

To choose a brush to edit, just click on the one you want. Below the brush set on the left is a magnified version of the current brush, and to the right is a movement control or shift button and a display of the brush in actual size. You change a brush shape by adding or deleting pixels from the magnified brush.

Adding pixels to a brush:

- At the bottom of the requestor are 3 buttons; one showing a pencil **erasing**, one labeled **fill**, and one with a pencil **drawing**. Click on the pencil drawing. It becomes highlighted to indicate it is selected.

- Place the cursor in the magnified version of the brush where you want to add a pixel and press the Selection button. You may hold the button down and move the mouse to keep drawing.

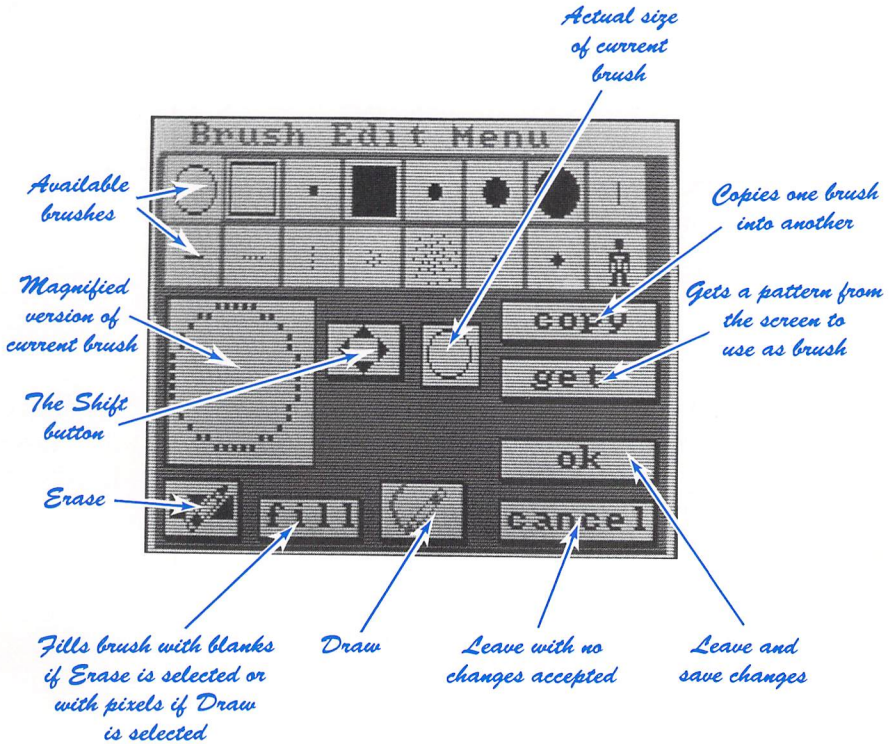


Figure 4.1 — The Brush Edit requestor.

Removing pixels from a brush:

- Click on the **eraser** button at the bottom of the requestor. It becomes highlighted to indicate it is active.
- Place the cursor in the magnified version of the brush where you want to remove pixels and press the Selection button. Hold down the button for continuous erasing.

Shift

Between the magnified version of the brush and the actual size display is a button with four arrows on it. This is the **shift** button. It shifts the pixels in the magnified brush one row in the selected direction. Pixels moving off the end of the brush are wrapped around to the opposite side.

Using the shift button:

- Click the Selection button with the cursor on the arrow pointing in the direction you want the pixels to move.

Fill

The **fill** button at the bottom of the requestor fills the magnified brush with pixels if the pencil is active or clears it if the eraser is active.

Copy

The copy function will replace one brush with another.

To copy a brush:

- Select the brush you want to make a copy of.
- Click on the **copy** button.
- Choose the brush you're giving up.

Get

An area from the screen can be copied into a brush for use. Any color other than the background color will be captured as a solid pixel. For example, a red letter on blue would be captured as a solid block of pixels (no background in the capture).

To get a brush from the screen:

- Select the brush you want to change.
- Click on **get**. The requestor will disappear and the cursor will have a highlighted version of the brush attached to it.
- Place the highlighted brush on the area to capture and press the Selection button.

When the brush changes are to your satisfaction click on the **ok** button in the lower right corner. To cancel any changes made to the brushes click on the **cancel** button.

Airbrush

The airbrush is a great tool for giving your paintings subtle colorings and shadings. It can be adjusted to produce the desired spread and amount of spray.

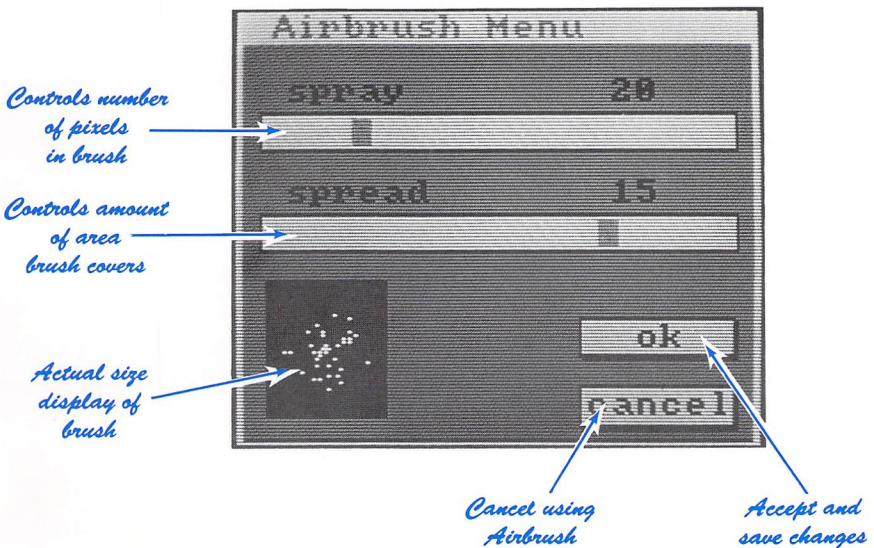


Figure 4.2 — The Airbrush requestor.

When the airbrush is selected a requestor is displayed with two slider controls and two buttons. In the lower left corner is a display showing what the actual airbrush will look like. The top slider adjusts the amount of spray or the number of pixels appearing in the selected area. The next slider controls the spread or the amount of space the pixels will be located in. To adjust either slider, place the cursor on the indicator and holding the Selection button down drag the control to the right to increase the count and to the left to decrease.

To use the airbrush:

- Select **Airbrush** from the **Brush** menu. The airbrush requestor will be displayed.
- Adjust the **spray** and **spread** to the desired levels, and click on **ok** to begin using. Whatever shape function is active will now paint with the airbrush.
- To backout of the airbrush without using it, click on **cancel**.

To quit using the airbrush:

- Select **Airbrush off** from the **Brush** menu.

Shapes

The choices in the **Shape** menu are really a set of drawing techniques that include freehand drawing, circles, rectangles and other familiar shapes. One of these techniques is always selected.

Shapes are drawn using the currently selected brush and color. Besides freehand and points there are two basic types of shapes: two point shapes such as lines, and three point shapes like curves.

To make a two point shape, click the Selection button with the cursor on the beginning point and then move to the end point and select again. A three point shape uses three clicks to control the different aspects of the shape.

You can cancel the shape you're drawing before the last mouse click by pressing the Menu button.

Shape Options

There are options for most of the shapes that control the way the shape is created. For most shapes there are a number of options from which to choose. The options can include:

- changing the way a shape is created. For example, there are three ways to draw a circle. You can choose the center and the end point of the radius, choose two points on either end of the diameter, or pick three points on the circumference.
- filled shapes. Shapes can be made solid or wire frame.
- repeating shapes. Shapes are repeated automatically by holding down the Selection button and dragging the mouse.

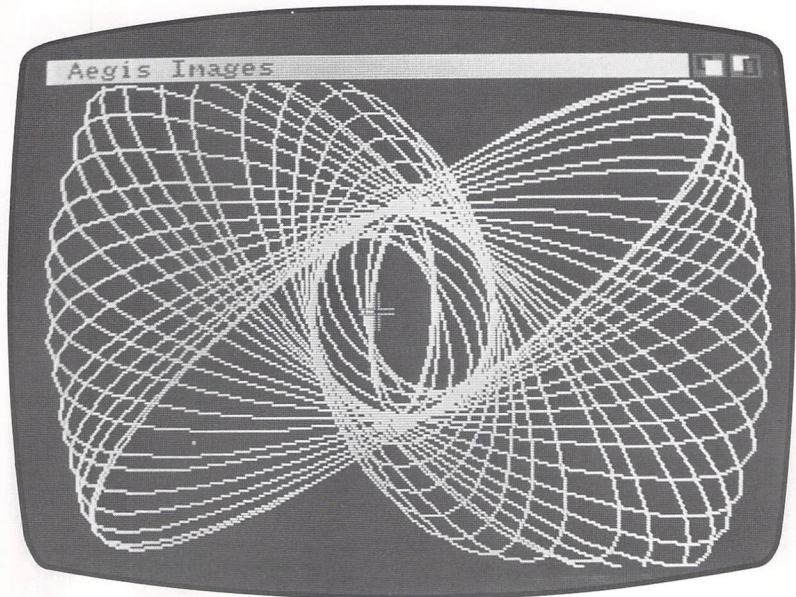


Figure 4.3 — One of the Shape Options is Repeat. This option lets you draw repeating shapes like these ellipses by holding the Selection button down and moving the mouse after creating the first shape.

- **Share 1.** This allows you to draw multiple shapes with the same first point.
- **Share 2.** For multiple shapes that share the same first two points.
- **Give 1.** When drawing multiple shapes the last point becomes the first point of the next shape.
- **Give 2.** The last two points of the shape become the first two points of the next.

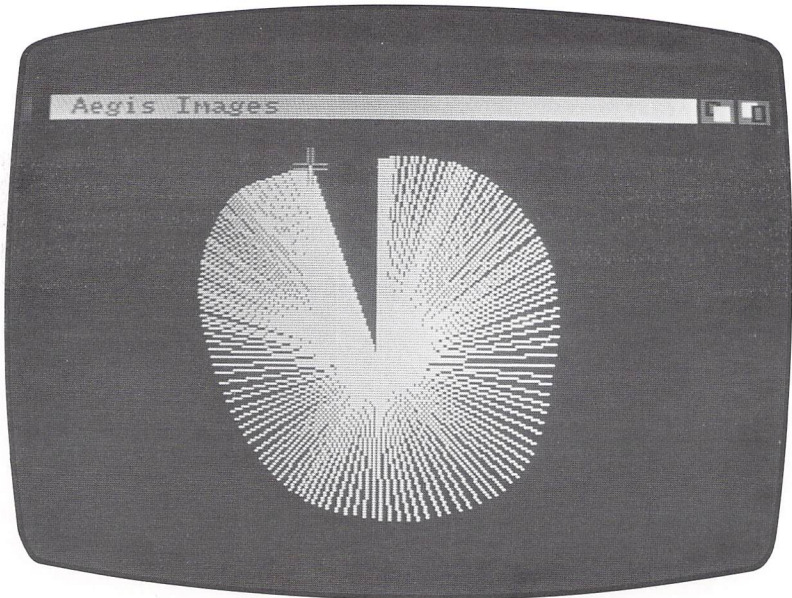


Figure 4.4 — Another Shape Option is Share One. By sharing the first point and using the Repeat option with the line shape, this type of image can be created.

You select options for a shape from a **Shape Options** requestor. There is a separate requestor for each shape. The requestor shows only the possible options for that shape and the default options are highlighted.

The icon in the upper left corner identifies the requestor. The rest of the window contains the options and their controls.

On the right are:

- **lock/unlock.** When unlocked the options revert to the default settings after another shape has been chosen. **Lock** keeps the selected settings.
- **reset.** Turns off any thing that can be turned off and resets the default method of creating the shape.

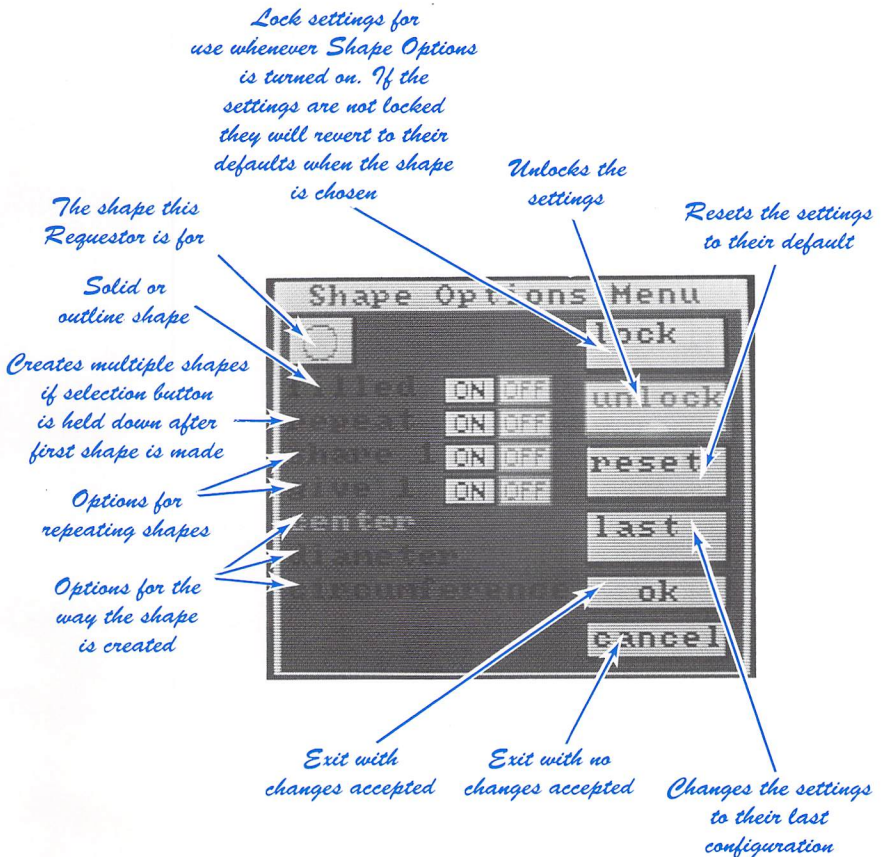


Figure 4.5 — A sample Shape Option's requestor.

- **last.** Restores the last set of options you set for the shape, even if you turned them off.
- **ok.** Completes the changes made to the gadgets, closes the requestor, and returns you to the drawing.
- **cancel.** Leaves the requestor with no changes being made.

The entire options setting can be turned on and off from the menu. By selecting **Shape Options on** or **off** from under the **Special** menu you can turn on or off the settings defined on the shape requestor. When the shape options are turned off the default settings for the shape are in effect. This function is also available from the Fast Menu by using the **Opt** button. When the button is highlighted the shape options are in effect.



Freehand

Freehand drawing is the default shape in the **Shape** menu.

To use freehand drawing:

- Hold down the Selection button to draw and move the mouse.



Line

To draw a line:

- Select the line icon from the **Shape** menu.
- Place the cursor where you want the first point to be and click the Selection button.
- Move the cursor to the point where the line will end and press the Selection button.



Fill

The fill function paints an indicated area with the current color or pattern. The way in which the fill is performed depends on the options set. There are two settings: seed and boundary. A seed fill works on the color under the cursor when you press the Selection button. Only that color is changed to the new color. Any third color boundaries stop the fill from spreading.

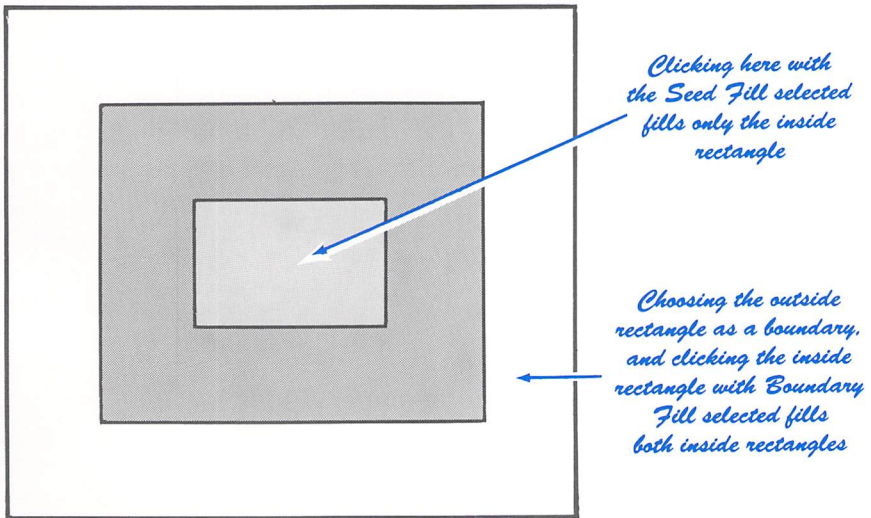


Figure 4.6 — Seed and Boundary Fill.

To perform a Seed Fill:

- Select the color you wish to fill with from the color palette.
- Place the cursor on the color of the area to fill and click the Selection button.

This will change only the selected color to the new color.

To perform a Boundary Fill:

- Choose the color or pattern to use in the fill.
- Place the cursor on the color creating the boundary, and click the Selection button.
- Place the cursor inside the area and click again. Everything surrounded by the first color will be filled.

**Rectangle**

Rectangles are two point shapes and have two ways they can be made. The first option is the default and defines the rectangle by picking two opposite corners. The second option uses the center of the rectangle and one corner. These two options can make quite a difference when the **share 1** or **give 1** options are turned on.

To define a rectangle:

- Select the rectangle icon from the **Shapes** menu.

With diagonal corners:

- Place the cursor where you want one corner of the rectangle to be, and click the Selection button.
- Move the cursor to the opposite corner and click again.

With center and corner:

- Place the cursor where the center of the rectangle is to be and click the Selection button.
- Move the cursor to one of the corners and click again.



Circle

Circles are also two point shapes and there are three different ways they can be created: **center**, **diameter**, and **circumference**. Choose the way you wish to make circles through the shape options.

To create a circle:

- Select the circle icon (second down in the middle) from the **Shape** menu.

With center option selected:

- Place the cursor where you want the center of the circle to be and click the Selection button.
- Move the cursor until the highlighted circle is the size you want and click the button again.

With diameter selected:

- Place the cursor where you want the first side of the circle to be and click the Selection button.
- Move the cursor to the opposite side of the circle and click again.

With circumference selected:

- Place the cursor on the first point of the circle and click the Selection button.
- Move the cursor to another point on the circumference of the circle and click again.
- Move the cursor to the third point on the circumference and click the Selection button again. The circle will balance between these three points.

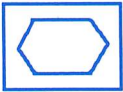


Point

The point option paints an imprint of the current brush in the current color or pattern. There is a repeat option available that makes the function perform the same as freehand when turned on. The point option with repeat switched on is a better choice for airbrushing than freehand as it provides more control.

To paint with point:

- Select the point icon (second down on right) from the **Shape** menu.
- Place the cursor where you want the imprint and click the Selection button.



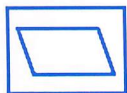
Polygon

Polygons can have from 1 to 19 sides. When you put the cursor on the polygon icon a sub-menu opens to the right allowing you to choose the number of sides. In the polygon shape options requestor there are two commands titled **Up** and **Down**. These increase or decrease the number of sides selected by clicking on them. The number of sides is indicated by the number above the buttons.

To draw a polygon:

- Place the cursor on the Polygon icon (third down on the left) and hold the Selection button down. When the sub menu box is presented move the cursor over until it is on the number of sides you want. Release the button.
- Place the cursor where the center of the polygon is to be and click the Selection button.

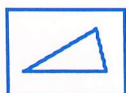
- Move the cursor to increase the size of the polygon. You may adjust the angle of the polygon by spinning the mouse. When the shape and angle is the way you want it click the button again.



Parallelograms

To create a parallelogram:

- Select the Parallelogram icon (third down in the middle) from the **Shape** menu.
- Place the cursor on one corner of where the shape is to be and click the Selection button.
- Move the cursor to create the first side of the parallelogram. When the line is the proper length click the Selection button.
- Move the cursor. The other end of the shape will be attached to the cursor. When the parallelogram is the right size click the button again.



Triangles

To create a triangle:

- Select the triangle icon from the **Shape** menu.
- Place the cursor where the first corner of the triangle will be and click the Selection button.
- Move the cursor to the next corner and click again.
- Move the cursor to the last corner and click again.



Ellipses

An ellipse is defined by choosing three points. The first two points define the narrow axis and the third point the tilt and size.

To draw an ellipse:

- Select the ellipse icon (bottom left) from the **Shape** menu.
- Choose the first point through which the ellipse will pass and click the Selection button.
- Move the cursor to the second point. This line is the width of the ellipse at its narrowest point. Click the Selection button again.
- Move the cursor to the third point. As you move the cursor the ellipse will change size and tilt. When the ellipse is the proper size click the button again.



Curves

Curves are also three point shapes. They can be created two ways: defining the center and two ends, or three points on the arc. Another option allows you to draw the whole wedge.

To draw a curve:

- Select the curve icon (bottom middle) from the **Shape** menu.

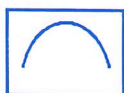
Using two ends and center:

- Place the cursor where the center point will be and click the Selection button.
- Move the cursor to one end of the curve and click again.

- Move the cursor to the other curve end. When the curve is the right shape click again.

Using 3 points on the arc:

- Place the cursor on the first end of the curve and click the Selection button.
- Move the cursor to the other curve end and click again.
- Move the cursor to a point on the curve itself. When the curve is the shape you want, click the button again.



Arcs

Arcs can be made in two ways: defining the three points sequentially, or by choosing the two ends first and then the arc.

To draw an arc:

- Select the arc icon (bottom right) from the **Shape** menu.
- Place the cursor on the first end of the arc and click the Selection button.

Using sequential point:

- Move the cursor to the highest point of the arc and click again.
- Move the cursor to the other end of the arc and click again.

Using two ends and center:

- Move the cursor to the other end of the arc and click again.
- Move the cursor to define the arc. When the arc is the shape you want, click the button again.

Erase

Erase works with the current brush shape and paints in the background color. When you're ready to paint again just pick a different shape tool. The color active before **Erase** will be restored.

To Erase:

- Select **Erase** from the **Shape** menu.
- Place the cursor on what you want to erase and hold down the Selection button. It works like freehand drawing. Move the cursor to paint out what you don't want.

Text

There are different fonts (discussed below) to choose from when using **Text**. **Text** does not use the brush but the current color is used to print. To use **Text** be sure to set the font you want first. The RETURN key will wrap the cursor down one line and back to the beginning, and the backspace key will erase anything on the current line.

To add text to a painting:

- Select **Text** from the **Shape** menu.
- Place the cursor where you want the text to appear and click the Selection button. The **Text** cursor will appear on the screen.
- Use the keyboard to type in the text. To end **Text** select another shape from the menu.

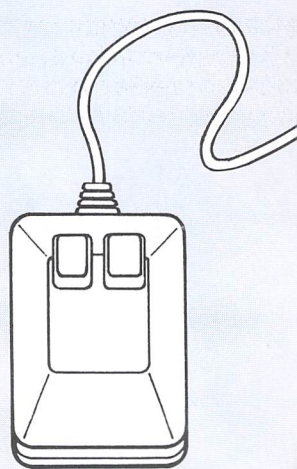
Fonts

The font menu displays the different fonts available and indicates which one is currently in effect. A sample of the text is also shown in the window.

To change fonts:

- Select **Fonts** from the **Shape** menu. A font menu requestor will appear.
- Click the Selection button on the font you wish to use.
- Choose **ok** to accept or **cancel** to exit with no change made.

Color



One of the great things about Images is the wide range of colors and patterns to pick from. There are 32 colors available at one time and these colors can be changed to any hue you might need.

The color squares making up the color palette can be thought of as ink wells. Each well has a particular number. Images paints in these numbers. When you change the hue of a well, any drawings made with that ink will change also.

The first three colors in the palette are used by Images to create its menus and requestor windows. Be careful when changing any of these colors as some combinations may make the menus unreadable.

The **Fast Menu** and the **Color** menu selection both display the color palette for use. The **Color** menu has the following two commands relating to color: **Pick Color** and **Color**.

Pick Color

The **Pick Color** function allows you to point at a color on the screen and have it become the active color. This is particularly handy when there are several colors all very close in hue.

To use Pick Color:

- Select **Pick Color** from the **Shape** menu.
- Place the cursor on the color to choose and click the Selection button.

Colors

The **Colors** command brings up the Color Edit requestor. The window allows you to adjust individual colors, create a range of colors, and activate special enhancements.

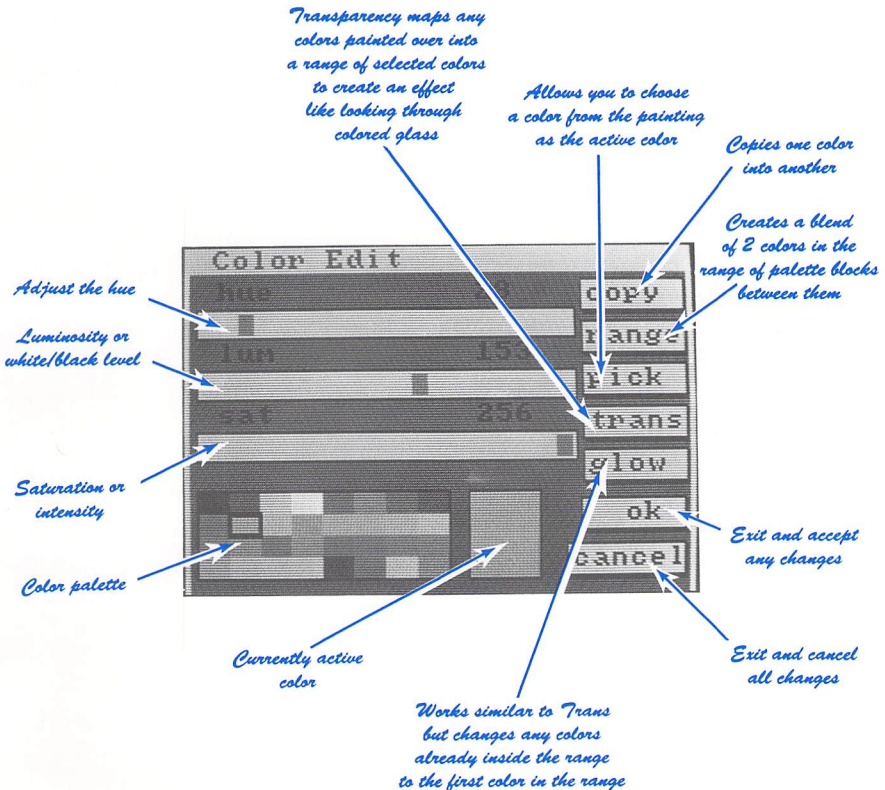


Figure 5.1 — The Color Edit requestor.

Changing a Color

The color palette in the Color Edit requestor can be used to change the current active color. The box to the right of the palette shows the active color. Above the palette are three slider controls labeled **hue**, **lum**, and **sat**. These are the different attributes contributing to a particular color.

Hue controls the particular color in the spectrum, while **lum** or luminosity adjusts the black and white component of the color; the brightness. Moving the slider to the left will darken the color all the way to black, while moving it to the right will brighten the color, eventually turning it white.

Sat or saturation can best be described as the vibrancy or intensity of the color. Moving the slider to the left will produce muted or softer tones while moving it to the right will create bright, almost glowing colors.

To change a color:

- Select **Colors** from the **Color** menu. The Color Edit requestor will be displayed.
- Place the cursor on the color you wish to change in the color palette at the bottom of the window and click the Selection button.
- Adjust the three slider controls by using the cursor to drag the markers along the control. When the color is the shade you want, select **ok**. To exit editing without making changes select **cancel**.

Copy

The **copy** button lets you copy the active color into another block on the palette.

To copy a color:

- Select the color you want to copy.

- Choose **copy**.
- Select the color you want to change.

Range

The **range** function produces a range of colors across the selected blocks in the palette. The two colors on either end of the range are used to produce a series of tones blending the two together. For example, red and blue would have a series of tones blending into purple in the middle. To return to the original color palette, select **Open—Color** under the **Project** menu. Click on “default.” This will reload the original color palette and adjust your painting accordingly.

To produce a range of colors:

- Select **range**.
- Choose the beginning color block.
- Choose the ending color block. All the blocks between will be filled with the range.

Pick

The **pick** function is the same as the **Pick Color** command from the **Color** menu. It lets you go to the painting and pick a color to be the active color.

To use pick:

- Choose **pick**. The window will be removed so you can access the painting.
- Point to the color you want and click the Selection button. The Color Edit requestor will reappear with your color chosen.

Transparency

There are two functions on the color requestor which operate like special effects: **Transparency** described here, and **Glow** described below. They control the method in which colors are entered into the painting when used. To use them you select

a range of colors, usually one you have created such as light through dark blue. When you paint with the function turned on, the colors you paint over are changed depending on the function chosen.

Transparency can be used to create an effect of looking through colored glass or smoke. When you paint over colors not included in the range, they are mapped or changed into a color inside the range. Images chooses a color inside the range by matching the intensity of the color being painted over with a suitable match inside the range.

To use Transparency:

- Select **Colors...** from the **Colors** menu. The Color Edit requestor will appear.
- Select **Trans** from the buttons on the right side of the requestor. The button will be highlighted to indicate selection, and two range markers will appear inside the color palette.
- Drag the range markers to indicate the range of colors you want to paint with.
- Select **OK** to finish.
- Choose the brush and shape you want to use and begin painting.

Glow

The **Glow** option is like **Transparency** in that it uses a range of colors to decide what a color being painted over will be changed into. The logic used to decide what color will be used is different, though. When **Glow** is active, Images looks at the color being painted over and if it isn't inside the indicated range, it is changed to the first color in the range. If the color is already inside the range, it increments the color to the next color in the range.

So, if your color range included yellow, gold, red and you painted over blue, the blue would be changed to yellow. If you painted over yellow, it would be changed to gold.

To use Glow:

- Select **Colors...** from the **Color** menu. The Color Edit requestor will appear.
- Select **Glow** from the buttons on the right side of the requestor. The button will become highlighted to indicate selection, and two range markers will appear in the color palette.
- Drag the range markers to indicate the range of colors you wish to use.
- Select **OK**.
- Choose the brush and shape you want to use and begin painting.

Patterns

Along with the color palette is a collection of 16 patterns. Patterns work the same as colors. Choose a brush, choose a pattern and you're painting with a pattern instead of a color. The patterns can be changed to fit your own needs.

Changing a Pattern

Choosing **Patterns** from the **Color** menu displays a Pattern Edit requestor. Across the top of the requestor are the 16 patterns available in the active palette. Below these are a group of controls similar to the brush editing controls in the Brush requestor. The box on the left is a magnified view of the current pattern. In the middle is a Shift control and on the right is a view of the pattern in actual size.

The magnified view has a size control on its bottom right corner. By dragging this control you can adjust the size of the view. For example, to save time in creating a checkerboard pattern

you can shrink the box down to four squares and make the checkerboard there instead of having to fill the full size box.

Another shortcut when using the magnified view is to click in the real size display of the pattern. The entire pattern will be replaced with the current color.

The Shift control moves the pattern one pixel in the indicated direction. The color palette works in the same way as any other palette. Choose the color to paint with and then paint in the magnified view to create a pattern.

To load a pattern into the magnified view, select it with the cursor from the display at the top.

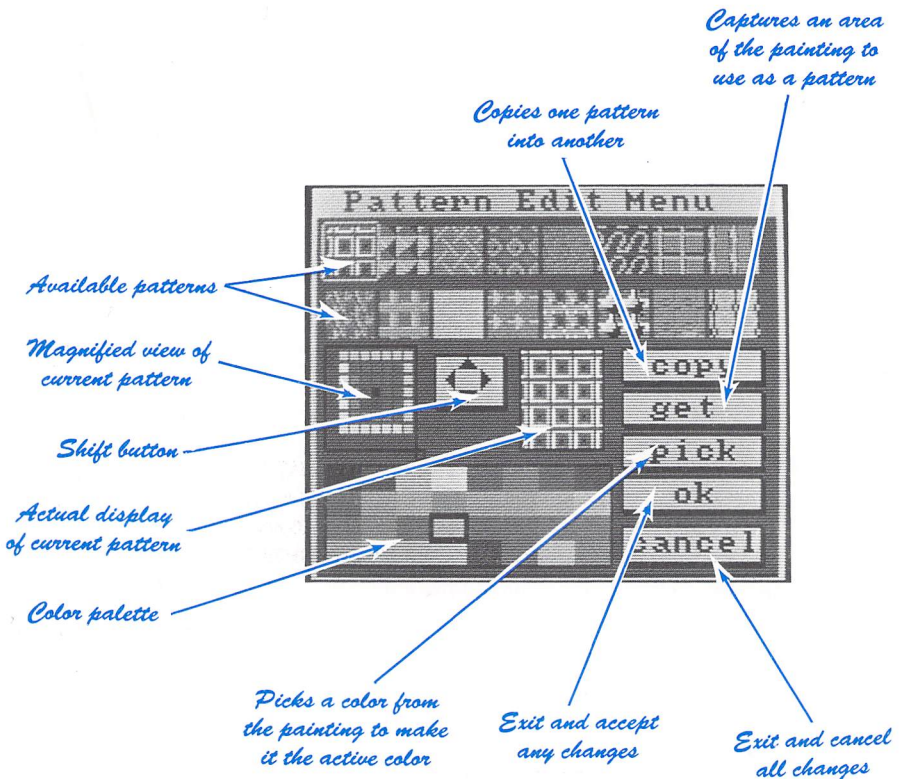


Figure 5.2 — The Pattern Edit Requestor.

Copy

To copy a pattern into another pattern block:

- Select the pattern to copy.
- Choose **copy**.
- Select the pattern to change.

Get

Get will capture an area from a painting and make it into a pattern.

To capture a pattern:

- Select **get**. The requestor will be removed to provide clear access to the painting.
- Place the block beneath the cursor on the area to capture and click the Selection button. The requestor will return with the new pattern selected.

Pick

The **Pick** feature is identical to the one in the Color Edit requestor. It allows you to choose a color from the screen instead of using the palette. To choose a color with pick, select **pick** and then choose the color from the painting.

Saving a Palette

Once changes have been made to a palette you may wish to save it for future use.

To save a color palette:

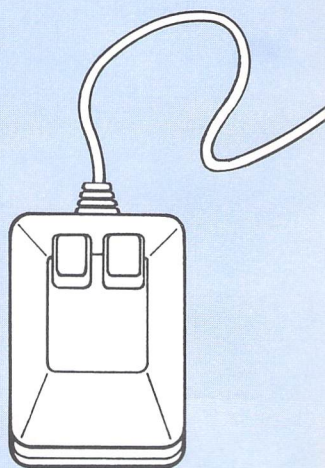
- Select **Save As—Colors** from the **Project** menu.
- Use the keyboard to type in the file name to save the palette under. Be sure to press RETURN when you are through.

Loading a Palette

To load a color palette:

- Select **Open—Colors** from the **Project** menu.
- Place the cursor on the name of the palette to load and press the Selection button. To exit without loading any palette select **cancel**.

The Edit Menu



The **Edit** menu contains a series of commands for making changes to your paintings. They include options to switch to another screen, remove the last action performed, magnify to the pixel level, clear the screen, and framing functions.

Undo

The **Undo** command resets the painting to the way it was before the last tool was used. To use the **Undo** feature just select it from the **Edit** menu when you make a mistake.

Frame

By marking rectangular areas called frames you can:

- move part of a painting to a new location
- make copies of a frame and move it to another painting
- resize or flip the contents of a frame
- Save frames on disk as separate files
- Use a framed area as a paintbrush

Frames are made the same way you make rectangles.

To define a frame:

- Choose **Frame** from the **Edit** menu.
- Place the cursor on one corner of the area to frame. Click the Selection button.
- Drag the cursor to the opposite corner and click again.

Each corner of the frame contains a tool icon for performing different tasks.

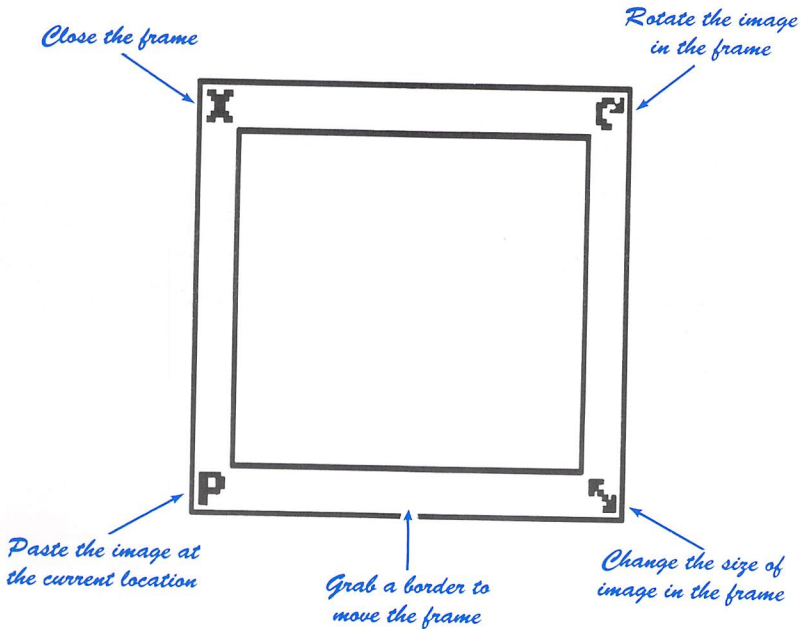


Figure 6.1 — A sample frame.

Moving a Frame

To move the contents of a frame, place the cursor on one of the borders and click the Selection button. The frame will now follow the cursor. When the frame is where you want it click the Selection button again. The contents of the frame is still separate from the painting. You can pick it up and move it again. To leave the contents in the new location you must paste.

Pasting a Frame

Once a frame has been moved it can be pasted onto the new location by clicking on the **P** in the bottom left corner.

Flipping a Frame

The rotate icon in the upper right corner allows you to spin the frame in any direction. Once it is selected a ghost frame will appear. By moving the mouse you can rotate the frame to get the angle you want. Click the button again and the contents of the frame will be flipped to match the frame.

Resizing a Frame

The contents of a frame can also be stretched or squeezed to change its size. Select the resize icon in the lower right corner of the border. A ghost frame will appear. By moving the mouse you can change the size of the ghost frame. When the frame is the size you want click the button again. The contents of the frame will be resized to fit into the ghost frame.

Painting with a Frame

The contents of a frame can also be used as a paintbrush. To paint with a frame place the cursor on the image inside the frame and hold down the Selection button. The frame will disappear. Drag the mouse as if you were freehand drawing and the contents of the frame will be used as the brush. When you release the button the frame will return.

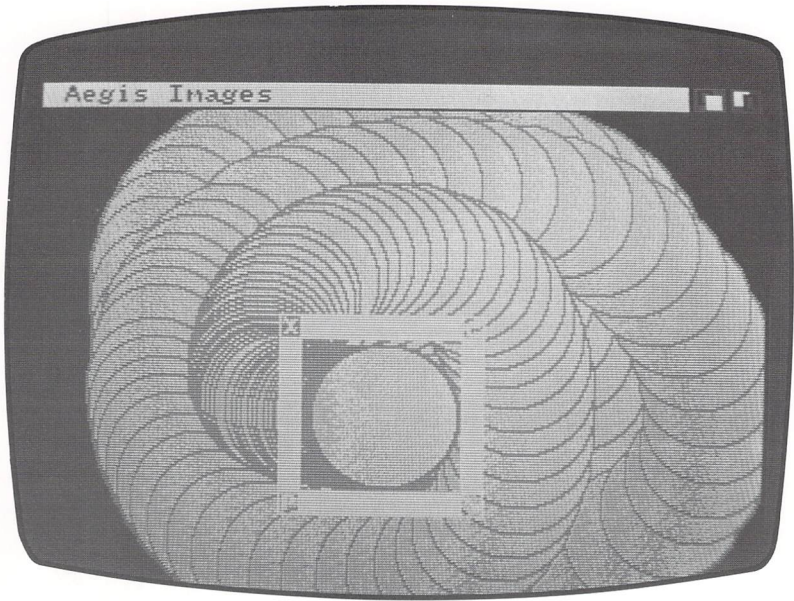


Figure 6.2 — Framed images can be used as a brush by placing the cursor on the image and holding the Selection button down.

Saving a Frame

A portion of a painting can be saved as a window or frame. This allows you to create small images you can load into different paintings at any time.

To save a frame:

- Select **Save As—Window** from the **Project** menu.
- Place the cursor on one corner of the frame to be saved and click the Selection button once.
- Move the cursor to the opposite corner to define the frame and click the button again. A file requestor will appear.
- Use the keyboard to type in the name you wish to save this frame as. Be sure to press RETURN when through.

Loading a Frame

To load a frame into a painting from disk:

- Select **Open** and then **Window** from the **Project** menu.
- Place the cursor on the name of the Window to open and click the Selection button.
- The image will be displayed in a frame. The frame operates in the regular manner.

Clear Screen

The **Clear Screen** command erases everything on the current screen and sets it to the background color. A requestor will appear when the command is selected allowing you the option to cancel the command.

Screen Swapping

Aegis Images allows you to work on two paintings at the same time. The **Swap Screen** command flips you back and forth between the two. The two screens are separate from each other so commands issued to one such as **Clear Screen** will not affect the other. To jump to the other work area select **Swap Screens** from the **Edit** menu.

The Clipboard and Moving Frames

When an image is captured in a frame it's held in an area called the clipboard. The clipboard lets you move frames from one painting to another. To capture a frame in one painting and move it to another just swap screens once the frame has been defined. The frame will appear in the other work area.

Magnify

The **Magnify** option works like a magnifying glass to let you get in and work on paintings in detail. You can adjust the size of the display area and the level of magnification. The magnify window is moveable so you can drag it anywhere on the screen.

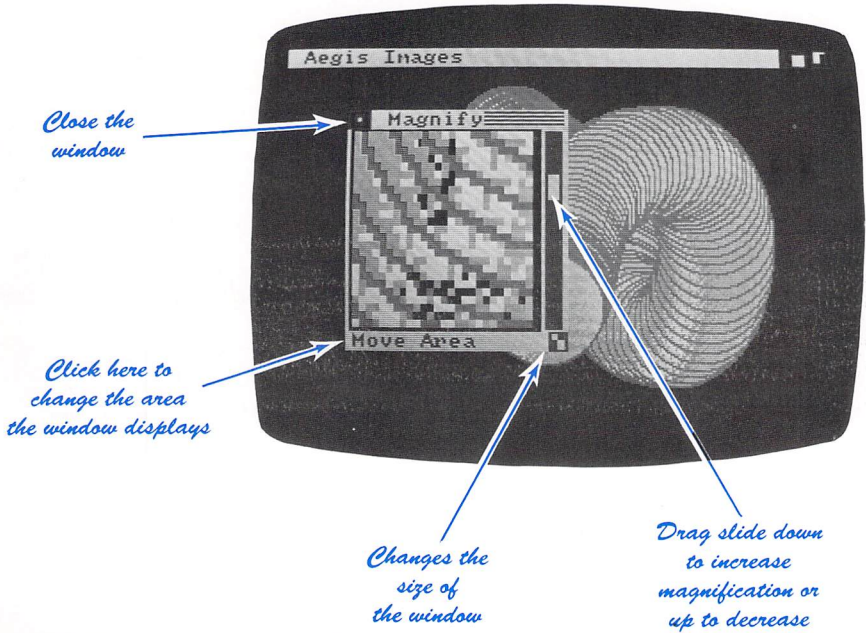


Figure 6.3 — The Magnify Window.

You may paint inside the magnify window with any of the tools.

There are two buttons on the window borders. The one on the bottom labeled **Move Area** is used to select the area to be enlarged, and the slider on the right border is for increasing or decreasing the level of magnification.

To use Magnify:

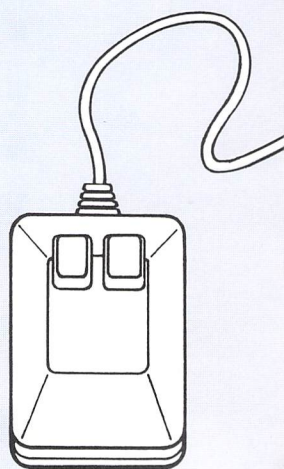
- Select **Magnify** from the **Edit** menu. The magnify window will appear.

- Place the cursor on the **Move Area** button and click the Selection button. A frame will appear on the painting showing the current location the magnify window is displaying.
- Place the cursor on the part of the painting you want magnified and hold the Selection button down. The frame will snap to the new location. You can now drag the cursor around to position the frame exactly where you want it.
- When the frame is in the right location release the button.

To adjust the magnification level drag the slide control on the right border up or down to get the right level. Moving the marker downward increases the level of magnification.

To turn magnification off click in the close box in the upper left corner of the window or select **Magnify Off** from the **Edit** menu.

Special Effects



The Images paint system contains a number of special features you can use to enhance your painting.

With the special effects menu you can:

- wash colors to give a watercolor effect
- smear colors on a painting together
- animate the colors in a painting
- change the colors you paint with as you paint
- draw with mirrors
- pantograph draw
- paint under existing images
- snap shapes to a grid when you draw them
- produce a spread of colors for fills
- constrain shapes to a particular angle
- create large patterns or tiles

Wash

The **Wash** command produces one of the more unique effects for a computer paint system. It blends colors on a painting together to produce a water color effect. This can be used to soften lines and blur images into each other. **Wash** looks at neighboring colors and averages their color values. It uses only the colors on your palette. The subtlety of its effects depend on your palette and the neighboring colors you wash.

To use wash:

- Select **Wash** from the **Special** menu.
- Place the cursor where you want the effect to take place and click the Selection button. The wash effect takes place in the area under the brush so the larger the brush the more area you wash. Each brush will give a different effect. The single pixel brush is the most delicate. **Wash** works like freeform drawing so hold down the button to cover larger areas. Washing repeatedly over the same area will increase the effect.
- To turn off **Wash** select another action such as a shape from the **Shape** menu.

Smear

Smear is rather like finger painting. It's similar to wash but uses a different color averaging formula that averages all the colors located under the brush into one color. This makes it less subtle than **Wash**. The effect is very dependent on the type of brush you use.

To use smear:

- Select **Smear** from the **Special** menu.
- Place the cursor where you want to smear and hold down the Selection button.

- Move the mouse to produce the smear effect.
- To turn off smear choose another action such as a shape.

Cycle Colors

Cycle colors is Images' flashiest effect. It allows you to produce the illusion of movement in your painting. Portions of a painting created with the cycle draw (described below) function seem to move when their colors are cycled with the cycle colors command.

Cycle colors uses a range of colors and cycles them through the color blocks in the color palette. You may define 4 different ranges of colors to cycle and each one may have its own cycle speed.

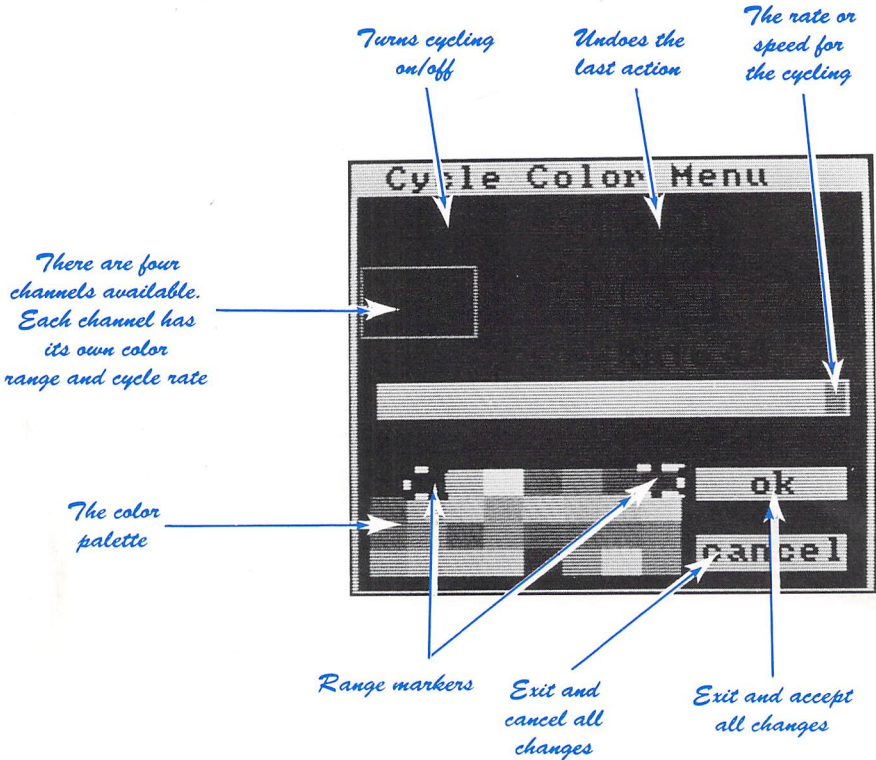


Figure 7.1 — The Cycle Color requestor.

When the cycle colors command is issued a Cycle Color requestor is displayed. It contains a color palette for choosing the color ranges, a slider control for adjusting cycle speed, 4 channel buttons, a cycle on/off button, and an undo button. The undo button resets the requestor to the way it was before the last change.

One of the 4 channels is always selected. This is the current channel being defined for color range and cycle speed. The highlight frame around the channel button indicates the current active channel. A channel can be chosen for editing by clicking on it.

Each channel can be turned on or off by clicking on it. A button is highlighted when it's turned on. This means that channel is functioning when the cycle command is issued.

There are two range markers in the color palette for defining a particular channel's range. One marker is white with small black squares (normal palette colors), the other is the reverse. Colors always flow from the white to the black marker. You can control the direction the cycle will move by adjusting which marker is first.

To cycle colors:

- Select **Cycle Colors** from the **Special** menu. The Cycle Color requestor will be displayed.
- Drag the range markers in the color palette to indicate the color range for the active channel.
- Adjust the cycle rate slider by dragging the indicator to the desired level.
- Be sure the channel is turned on. The number will be highlighted (red in normal palette) and the box will have a drop shadow when turned on. If it's off click on the button to activate it.

- If you want more than one channel of colors to be cycled select the next channel number to edit. A highlight bar will appear around it to indicate it is ready for editing. Make the changes to range and speed as desired.
- When all the channels are ready, click on the **Cycle** button at the top of the requestor.
- To remove the requestor from the screen click on **ok**.

Cycle Draw

Cycle Draw is similar to cycle colors except that instead of all the colors cycling on the screen, they cycle through the brush. This lets you paint with a constantly changing brush. If you paint with cycle draw and then cycle the same colors with cycle colors, you create an illusion of movement. The faster you move the paintbrush around on the screen, the further apart the cycling colors will draw. The slower you move, the more colors you'll get in a smaller area. This may also vary with the shape you choose to use.

The cycle draw requestor has a color palette with markers for indicating the range of colors to cycle and a slider for controlling the cycle speed.

To cycle draw:

- Select **Cycle Draw** from the **Special** menu. The cycle draw requestor will appear.
- Drag the markers in the color palette to indicate the range of colors to cycle.
- Adjust the cycle speed by dragging the indicator to the desired level.
- Click on **ok** to finish. To cancel the cycle draw command click on **cancel**.

- Use the paint brush in the normal way.
- To turn cycle draw off, select **Cycle Draw Off** from the **Special** menu.

Mirrors

The mirror command allows you to divide the screen into different sections and duplicate painting in each. Drawing in one section will produce identical drawing in the other.

The Mirror requestor provides buttons for creating vertical, horizontal, and diagonal mirrors. Additionally, you can choose the point at which the screen is divided (default is center).

To paint with mirrors:

- Select **Mirrors** from the **Special** menu. A mirror requestor will appear.
- Choose the type of mirror (vertical, horizontal, diagonal) by selecting it. When a mirror type is active it is highlighted. Any combination of mirrors may be chosen.
- Set the mirror point if it is different than center. To do this select the button. Two ghost lines will become attached to the cursor showing the different sections for the mirrors. Place the cursor where you want center to be and click the Selection button. The **Show Mirror Point** can be used to see the current position. Click the button again to get the Mirror requestor back.
- When everything is set properly click on **ok**. To cancel the mirror command select **cancel**.
- To stop using mirrors select **Mirrors off** from the **Special** menu.

Effects

Selecting **Effects** from the **Special** menu displays a requestor with several buttons on it. Each button controls a different effect.

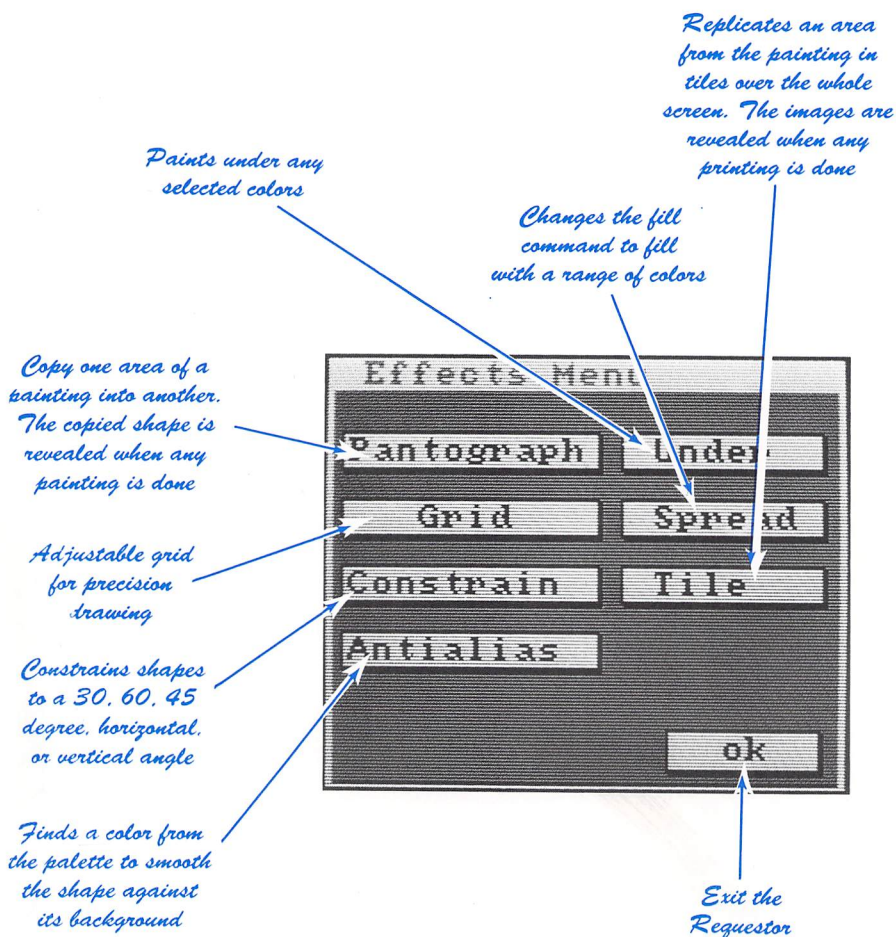


Figure 7.2 — The Effects Requestor.

Pantograph

Pantograph lets you select any area on your canvas and duplicate portions of it in another area. You can duplicate using any brush or shape and with any fill.

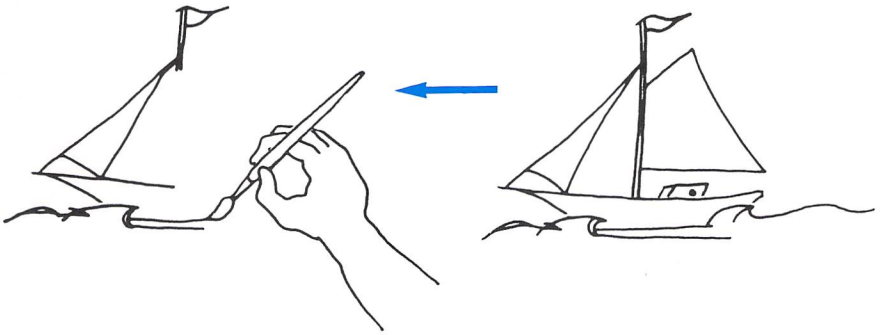


Figure 7.3 — Pantograph Drawing lets you pick a source and destination point. When any painting is done at the destination point the image from the source point is revealed in relation to the 2 points.

The requestor has controls for source and destination. Select a point on your canvas for the source and another for the destination. When you paint on your canvas, the brush will duplicate the area of your canvas surrounding the source point in direct relation to the destination point.

To use pantograph:

- Select **pantograph** from the Effects requestor. The pantograph requestor will appear.
- Select **Set Source**. The requestor will disappear to give you access to the painting.
- Place the cursor on the area you want to copy and click the Selection button.
- Select **Set Destination**.
- Place the cursor on the area you want to copy to and click the button again.
- Select **ok** from the pantograph requestor and then **ok** from the Effects requestor.

- Choose the brush and shape you want to use and move to the destination area. Begin painting.
- To turn off pantograph, bring up the Effects requestor and select **Pantograph**. The effect is on when it is highlighted.

Under

The **Under** function lets you paint on the screen without affecting selected colors. The effect is that you are painting under them. Colors not selected are painted over. The **Under** requestor has a color palette that lets you mark individual colors and a **Range** command for picking out a series of colors and marking them automatically.

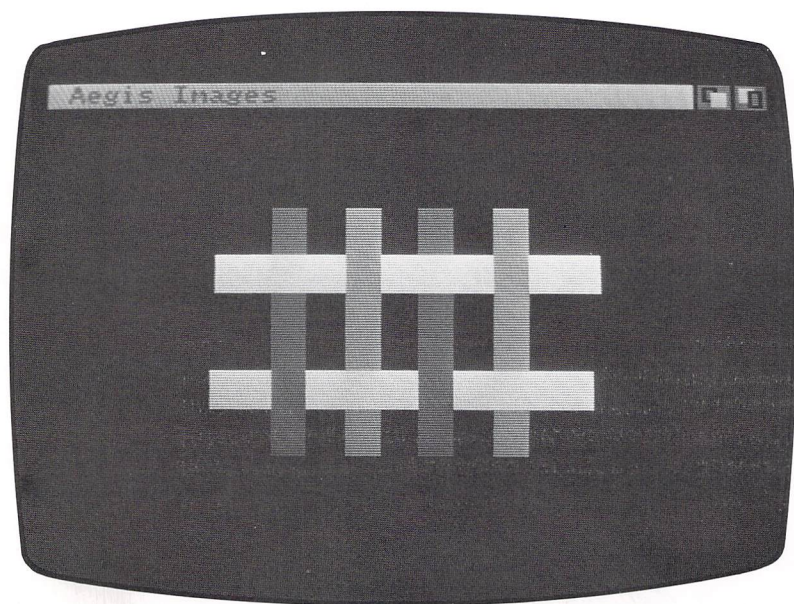


Figure 7.4 — The Paint Under effect lets you choose which colors will not be changed when painted over. The image above was created by painting under the light grey vertical bars with white and then switching to Paint Under the dark vertical lines for the bottom white line.

To use Paint Under:

- Select **Under** from the **Effects** requestor. The **Under** requestor will appear.
- Click on the colors in the color palette you want to keep when you paint. The color will have a marker inside the color block when it is marked. To un-mark a color just click on it again.
- To pick a range of colors, select **Range**. Select the first color in the range. Select the last color in the range. All the colors in between will be marked.
- When all the colors are marked, select **ok**. To cancel the command and any markings select **cancel**.
- Select **ok** from the Effects requestor. The paint tools all work in the normal manner but the marked colors will not be painted over.

Grid

Grid can be used when precise spacing is important. When the grid is turned on, shapes will always start and end at grid intersections. It affects all tools except the freehand drawing tool. The grid does not display on screen when in use.

The Grid requestor has buttons for turning on/off horizontal and vertical grids and for showing the current grid on screen. There are two sliders for controlling the spacing of the grid. Grids may have from 2 to 30 pixels between each line.

To draw using the grid:

- Select **Grid** from the Effects requestor. The Grid requestor will be displayed.
- Choose the type of grid to create (horizontal, vertical, or both) by selecting the button.

- Adjust the sliders by dragging the indicator to get the proper grid spacing. The numbers indicate the number of pixels between each line.
- To see the grid, select **Show**. The grid will be displayed on screen. Click the Selection button to return to the requestor.
- When the settings are correct, click the **ok** button. To cancel the command select **cancel**.
- Select **ok** from the Effects requestor. The drawing tools will now work in the regular manner except the shapes will begin and end on a grid intersection.
- To turn off the grid, select **Grid** from the Effects requestor and select **cancel**.

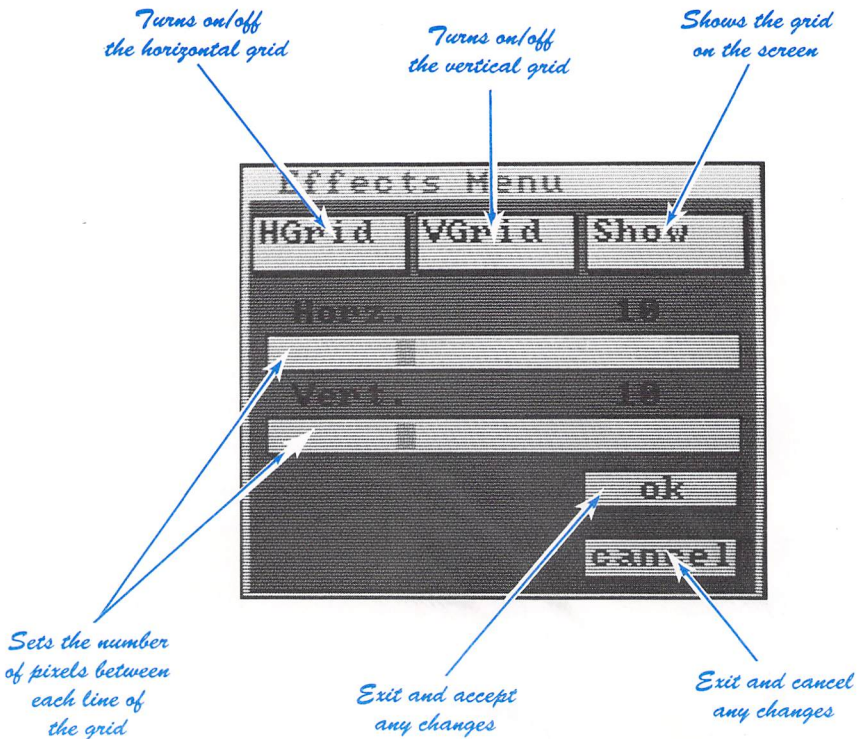


Figure 7.5 — The Grid requestor.

Spread

The **Spread** function enhances the **fill** command. It allows you to fill an area with a range of colors. The colors can be blended together to produce a dithering effect. The amount of dithering can be controlled from 0 (which produces vertical bars of color) to 100 (which blends the colors with an airbrush type of effect).

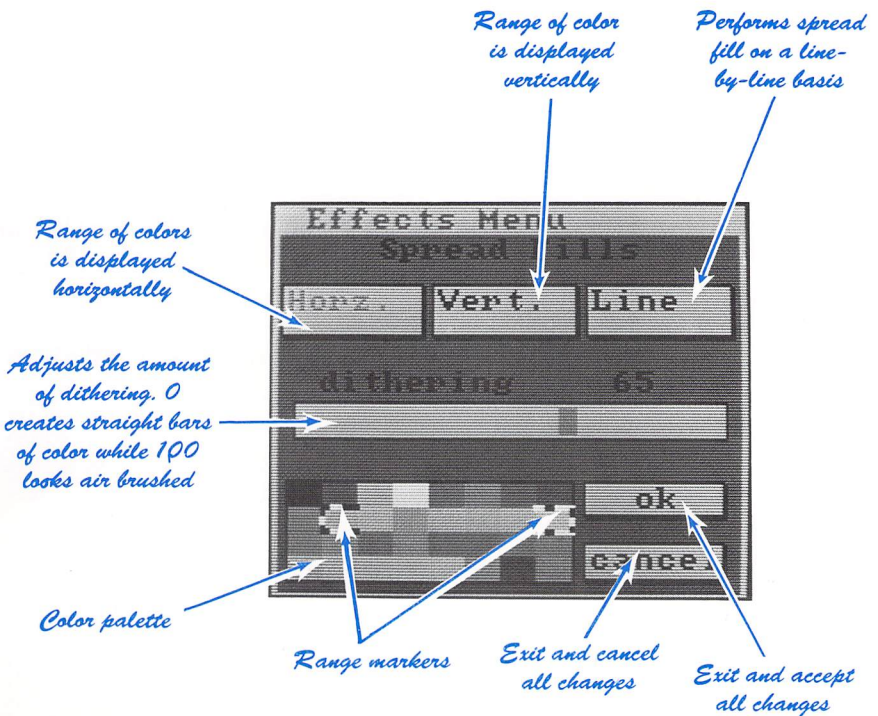


Figure 7.6 — The Spread requestor.

The Spread requestor has a color palette for choosing the color range to use and a slide control for adjusting the amount of dithering. The three buttons on top determine the manner of the fill. Horizontal and vertical fill the entire area with a neutral

area. The line method takes each line of the fill at a time. The end result for the same area can be quite different in an area with a lot of complex shapes.

To use Spread:

- Select **Spread** from the **Effects** menu. The Spread requestor will be displayed.
- Choose the type of spread (horizontal, vertical, line) by selecting the button.
- Drag the markers in the color palette to indicate the range of colors to use.
- Adjust the amount of dithering by dragging the indicator to the desired level.
- When all the settings are correct select **ok**. To cancel the command select **cancel**.
- Select **ok** from the Effects requestor. When you use the **fill** command from the **Shape** menu the area will be filled with the spread of colors.

Constrain

Constrain is similar to the grid function because it limits the way in which shapes are made. Lines conform to specified angles.

To use Constrain:

- Select **Constrain** from the Effects menu. The Constrain requestor will be displayed.
- Choose the degree of constraint. You may choose any combination.
- When the settings are correct select **ok**. Use **cancel** to back out of the command.

- Select **ok** from the Effects requestor. All lines drawn will now conform to the degrees indicated.
- To turn constrain off, select it from the Effects menu and choose **cancel**.

Tile

Tile lets you select a rectangular area of any size on your canvas as a tile. The tile is repeated across the whole canvas but the tiles are not revealed until you draw on the canvas or fill an area while the tile function is on. Tile is useful for creating patterns that are larger than the patterns in the color palette.

To use tile:

- Select **Tile** from the Effects menu.
- Place the cursor on one corner of the area you are going to make into a tile and click the Selection button.
- Move the cursor to the opposite corner of the rectangle and click again.
- Select **ok** from the Effects menu.
- Choose a brush and shape and begin painting. The tile will appear in the same manner as the palette patterns.
- To turn **Tile** off, select it again from the Effects requestor.

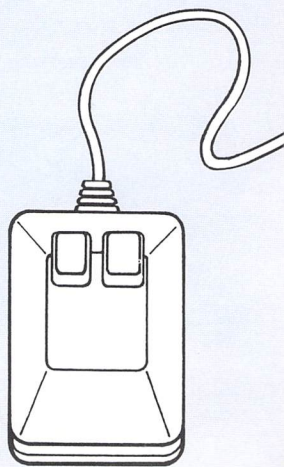
Antialias

Antialias produces a smoothing effect by filling in the edges of a shape with a color averaged between the background and the active color. For example, if you are painting in yellow over a red background with **Anti** active, it will smooth the edges with orange.

To use Anti:

- Select **Antialias** from the Effects menu. The button will highlight to indicate selection.
- Select **OK** from the Effects requestor.
- Paint in the normal manner.
- To turn off **Antialias**, select it again from the effects requestor.

Shortcuts



You can quickly make selections from the menus with the help of the Amiga key. It's the key just to the right of the space bar on the keyboard. You use the keys the way you would a shift key: hold down the Amiga key while you press another key.

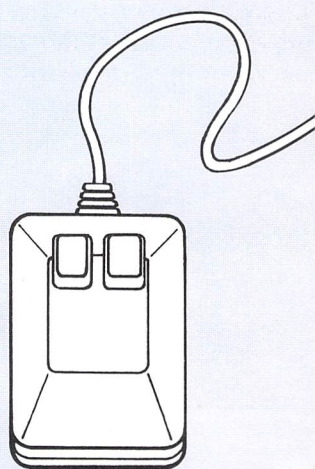
Window Shortcuts

- A N** This shortcut brings the workbench or CLI to the front. Bringing the operating system window to the front lets you open drawers, move projects, and use other features without closing Images.
- A M** This returns the Images screen to the front and pushes the operating system window into the back.

Menu Shortcuts

- A Q** Exits the program
- A V** Chooses the Undo command
- A Z** Clears the Screen
- A S** Swaps Screens
- A K** Turns on Magnify
- A E** Brings up the Effects requestor
- A G** Chooses Get Color
- A C** Brings up the Color Edit requestor
- A P** Brings up the Pattern Edit requestor
- A O** Displays the Shape Options requestor
- A F** Displays the Font requestor

Aegis Images Reference



Project

Open	Opens a Window, Color, or Painting file for use	16
Save As	Saves a Window, Color, or Painting to Disk	16
Change Directory	Allows you to change to another directory or disk	17
Show Title Bar	Returns the title bar to the canvas	
Hide Title Bar	Removes the title bar from the canvas	
Fast Menu	Displays the Fast Menu on the Screen for use	13
Print Picture	Prints the current painting on the Printer	
Lock	Locks a brush or shape into the Fast Menu. To use, select Lock then click on the brush or menu you wish to keep in the Fast Menu	
Unlock	Unlocks a brush or shape from the Fast Menu	
Quit	Exits the program	

Edit

Undo	Removes the last action from the screen ...	50
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Clear Screen	Erases the current canvas.....	54
Swap Screens	Images has 2 screens for painting. This command moves between the two.....	54
Magnify	Turns on the magnification mode for detail editing	55
Magnify off	Turns off the magnification mode.....	56

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Smear	Blends colors together like finger painting	59
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Shape Options Off	Turns off any options selected and returns the shape options to their default setting ...	25

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<i>Pantograph</i>	Reproduces the painting from one part of the canvas to another. The new image is only displayed when painted	64
<i>Under</i>	Inhibits painting over of selected colors	66
<i>Grid</i>	Snaps shapes to a defined grid	67
<i>Spread</i>	Changes the fill command to produce a range of colors	69
<i>Constrain</i>	Constrains lines drawn to selected degrees	70
<i>Tile</i>	Allows an area of any size to be selected as a pattern for painting	71
<i>Antialias</i>	Produces a highlight color around shapes	71

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Pick Color	Makes the indicated color from the canvas the active color	40
Colors	Displays the Color Edit requestor	41
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Parallelogram	Parallelograms	33
Triangle	Triangles	33

Ellipse	Ellipses	34
Curve	Curves	34
Arc	Arcs	35
Erase	Uses the current brush to paint in the background color for erasing	36
Text	Switches to Text mode	36
Options	Displays the Shape Options requestor for the current shape	25
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Airbrush	Displays the Airbrush requestor	23
Airbrush Off	Turns the Airbrush function off	24
Brushes	Displays the Brush Edit requestor	20

Glossary

AmigaDOS—The Amiga Disk Operating System.

Background—A special raster file that is behind all other objects. Stored on disk as a “.pic” file.

Cancel—To back out of an operation without performing any action. Usually performed by pressing the Menu (right) mouse button.

choose—To pick a menu item. You normally choose menu items with the Menu button.

click—To press and release a mouse button.

close—To remove a window or requestor from the display. To put away a tool, painting, or file.

color—In this manual it usually refers to one of the slots in the Color Map.

color cycling—A special effect that allows you to change a series of colors at regular intervals. You can use color cycling to create an illusion of motion.

Color Map—A table used to translate from the numerical representation of data in the computer to the representation as colors on the screen. The Color Map can be thought of as a series of ink wells numbered from left to right. The type of ink in the wells can change, but a picture that calls for ink 0 will use the ink from the left-most bottle. Individual Color Maps can be stored on disk as a “.col” file (color).

Color Requestor—The requestor you use to change the colors in the Color Palette.

cursor—The icon that moves on the screen when you move the mouse. You use it to select menu items, create objects, etc. The cursor changes shape depending on what tool has been selected.

disk—A magnetic medium for storing and retrieving information. The little plastic things with the metal strip that opens and closes.

drag—To move an icon, window, or screen by putting the cursor over what you want to move, holding down the Selection button, and moving the mouse.

end color—One of two colors at either end of a range.

highlight—To display something in a way that distinguishes it. Normally, something is highlighted to indicate it is selected.

icon—A visual representation of a tool or function.

Mask—A raster object with only a single color and a transparent background.

Menu Bar—A strip at the top of the screen containing menu titles and instructions for the selected function.

Menu button—The right hand button on the mouse.

open—1. To make a tool available for use. 2. To retrieve a file stored on disk. 3. To display a window or requestor.

Pendown—Pressing down on the Selection (left) mouse button.

Penup—Releasing pressure on the Selection (left) mouse button.

Pixel—One of the individual points that make an image on the screen.

Polygon—An object defined by a number of points and straight lines between these points.

range—A set of intermediate colors whose values are between two end colors.

requestor—A bounded region on a screen used to give information to a tool or animation. It appears as a window when you select certain tools. Most requestors have gadgets that control different aspects of the tool. When you exit Images a requestor appears asking if you really want to leave. There are two buttons, “yes” and “no”, to answer the request. The main requestors have close boxes in them located in the extreme upper left corner. By clicking here the requestor will go away.

save—To copy something to a file on disk.

Screen—The display area of the monitor, or the raster that holds the background and all other objects drawn on top of the background.

select—To pick an icon, object, or gadget by pointing to it with the cursor and pressing the Selection button.

Selection button—The left mouse button.

slider—A gadget you use to pick within a range by dragging a marker along a line.

window—1. Program window, the current window Images is running in. 2. Requestor window, a requestor area on the screen (*see requestor*).

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Colophon

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So you've always had this touch of Rembrandt in you just waiting for an excuse to get out. Well, here's your excuse. Aegis Images makes creation fun and easy. This book is a guide to unleashing the power in the program and putting it at your finger tips. From a step by step introduction to a detailed description of each feature, *INSIDE AEGIS IMAGES* covers the topics needed to become a Master of the electronic brush.

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